

ALIEN INVADER

GAME INSTRUCTIONS

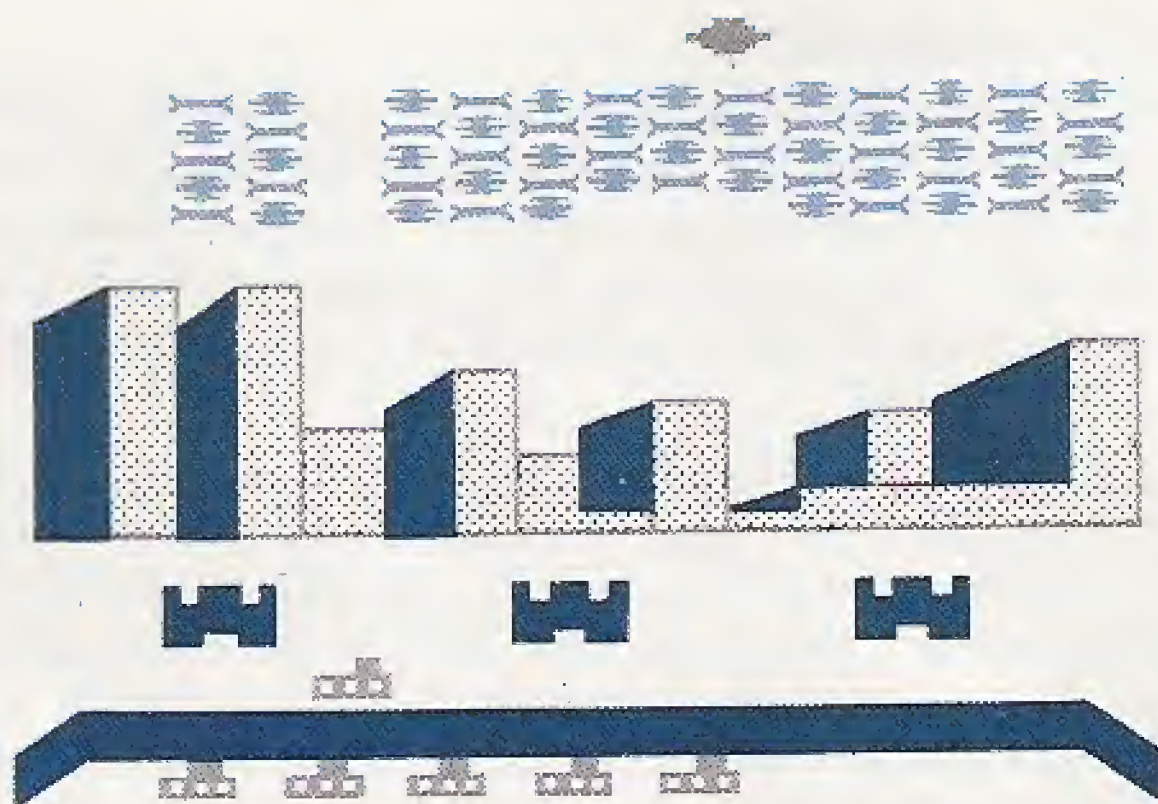
MG-306

ALIEN INVADER

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CREATURES FROM OUTER SPACE ARE COMING!

Alien warlords are trying to invade the earth. You are here to defend our planet and destroy them with your missiles. Hit an Invader and score points. Be careful, these Invaders are well armed. They are equipped with bombs, but if you are fast, you should be able to move out of range or take refuge under a castle. However, if all six of your missiles are hit, the earth is doomed.

This is a fascinating game with brilliant colour and startling sound effects.

1. GAME OBJECTIVE

Your main objective is to score as many points as possible in the time allotted, by shooting down the Invaders, while at the same time avoiding being hit yourself. Points are scored each time you hit one of the Alien Invaders or their Commandships. (The Commandships themselves are not armed).

As the game progresses, the Alien Invaders will be moving faster and closer to earth, and at the same time dropping bombs more rapidly. You will have a fleet of six Missile Launchers with which you can shoot down the invading ships. As you score points for every Missile Launcher left undestroyed at the end of the game, the less you use, the more points you score.

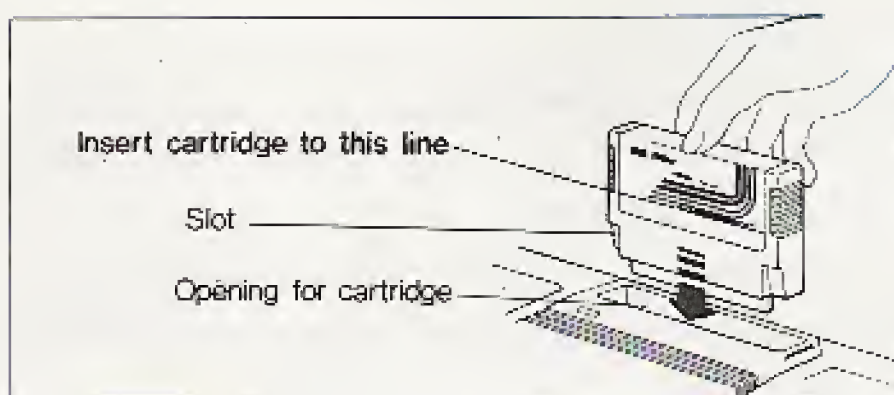
2. GETTING STARTED

Plug in antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03).

a) INSERT CARTRIDGE

Slide the power switch of the Master Console to the OFF position.

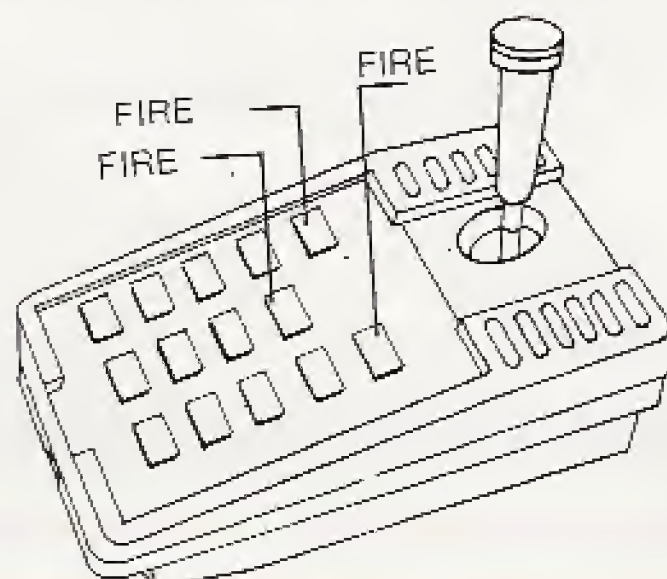
Hold the cartridge with the slots facing the player and insert into the cartridge opening.



Note: The Console should be switched off when inserting or removing the cartridge to avoid damage to the Master Console.

b) HAND CONTROLLERS

Place the Alien Invader inlay plate onto the left controller. The joystick controller controls the horizontal movement of the Missile Launcher. A missile can be fired at the Alien Invaders or Commandships by pressing any of the three **FIRE** Buttons.



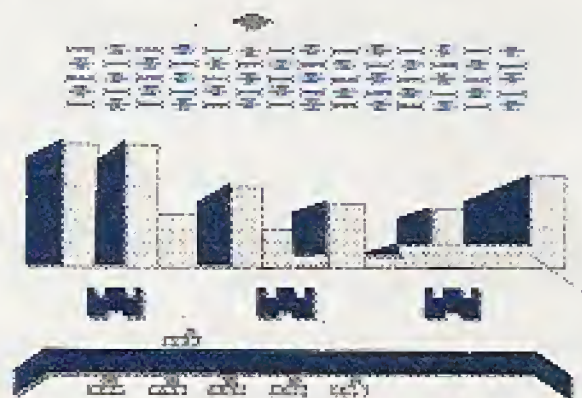
c) START TO PLAY

Switch on Master Console

The entire Missile Launcher fleet will appear on the lower end of TV screen.

Press Clear Button

The commandships and the Alien Invaders will appear on the upper end of the TV screen.



Press GAME START Button

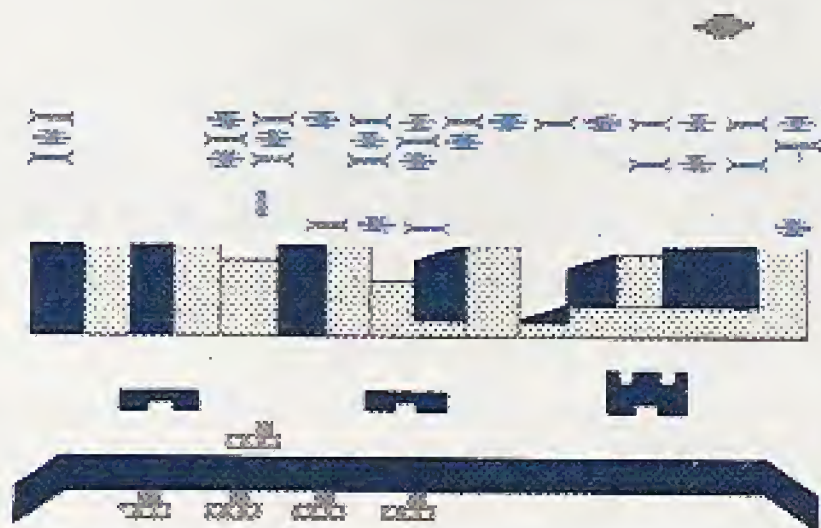
The Alien Invaders start to drop bombs onto the Missile Launcher to destroy Alien Invaders and Commandships.



d) GUIDE TO GAMES

- a) FIRE button can **ONLY** be activated after a missile has been reloaded onto the Launcher. (When a missile shoots down an invader or reaches the upper end of the screen another missile will be reloaded.)

- b) The Launcher can find shelter under any of the three castles, the castles will be destroyed block by block when hit by
- i) bombs from Alien Invaders.
 - ii) Missiles fired by Missile Launchers.



- c) As time goes on, the Invaders will move faster and will descend to destroy the castles. If the Launcher fails to find shelter, it will be destroyed by the bombs from Alien Invaders.



- d) After all Alien Invaders have been destroyed, more points can be scored by hitting the undefended commandships.



BOOM!!

N.B. The coloured landscape does not obstruct either the missiles or bombs, but is reduced in size as the Alien Invaders descend.

3) END OF GAME

The game will be over when:

- 5-minutes have elapsed, or
- the entire Missile Launcher fleet has been destroyed.



 **GAME OVER** 


4. START NEW GAME

- a) Press **GAME START** button —
to re-start new game immediately, while retaining previous highest score as shown on the TV screen.



- b) Press **CLEAR** button —
to erase previous highest score. The Alien Invaders will then appear on the TV screen, and the **GAME START** button will have to be pressed in order to commence firing.

5. SCORING

COLOUR OF INVADERS	POINTS
Black	4
Red	3
Green	2
Yellow	1
Commandship	9

Bonus

Each Missile Launcher left = 10 points

$$\text{Total Score} = \boxed{\text{point scored by destroying Invaders \& Commandships}} + \boxed{\text{Bonus points}}$$

6. OPERATION FLOW DIAGRAM

